

---

Subject: Re: Object Graphics fonts

Posted by [Michael Wallace](#) on Mon, 07 Jun 2004 21:15:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

- > Once you create the axis, you can use the GetProperty method
- > and the TickText keyword to get the text objects used to
- > create the axis annotations. You are free to manipulate these
- > text objects anyway you like. I'm sure you could rotate them
- > upside down and stand them on their heads, if you like. :-)

Some things are so easy when you know what to do. This works beautifully. Thanks, David!

- > Are you not using IDL 6.0? Fonts there look very nice.
- > I can see why you are complaining if you are using a
- > previous version of IDL. You can certainly rotate
- > Y axis fonts if that's what you want to do. All kinds of
- > text manipulation keywords are available. One usually
- > uses the "random change" method until you understand which
- > keywords to use and how.

I am running IDL 6.0, but I was trying to use small fonts to maximize the amount of space in the plot for the important stuff, i.e. the data.

I bit the proverbial bullet and made my fonts a little larger and sacrificed some plot size and things look good.

- >> This might be a dumb question, but if I were to generate a PostScript
- >> file and then use a utility such as the convert program, would the
- >> resulting bitmap (e.g. PNG, GIF) look better than the version IDL would
- >> create by using Write\_PNG or Write\_GIF with the data from the
- >> IDLgrWindow or IDLgrBuffer? I guess I could try this out and see if it
- >> looks any better, but I'd rather not figure out how to get PostScript to
- >> work if it doesn't make any improvement.

>  
>

- > Don't waste your time. "Looking good" is a matter of how much
- > resolution you have. Your computer has about 75 pixels per inch
- > PostScript has anywhere from 300-1200 pixels per inch. Nothing
- > you display on the computer is going to look as good as something
- > you print. End of story. :-)

Yep. I always seem to forget that little tidbit that it depends on resolution.

- > (Of course you might have one of those 21 inch LCD flat-panel
- > monitors I've been drooling over lately. Images look pretty good
- > on \*those\*!)

Actually, I'd prefer dual flat-panel monitors. ;-) I wish we could afford two 21-inch monitors, but for now, I'll settle for something a little smaller, just as long as there are two of them.

> Well, have you tried making your buffer bigger and Congriding it down  
> for the JPEGs? That might improve resolution some, especially if you  
> are using the older polygon fonts.

Ah, the old make-um-big trick I've employed so many times in direct graphics land. I did try that just to see what would happen and things did look a little better in terms of letter shape, but the letters were part black and part gray due to the rebin. Whatever. I made the fonts bigger anyway, so this isn't an issue.

-Mike

---